AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a time-sensitive packet of a data stream;

comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either dropping or playing the packet based on the comparison. analyzing an energy level of a payload signal of the packet; and

determining whether to drop the packet based on the energy level of the payload signal.

2. (Currently Amended) The method of Claim 1, further comprising: storing the packet in a buffer; and

determining whether to drop the packet based on the energy level of the payload signal either dropping or playing the packet based on the comparison and a fullness of the buffer.

- 3. (Currently Amended) The method of Claim 2, further comprising determining whether to insert a filler packet based on the <u>comparison</u> energy level of the payload signal and the fullness of the buffer.
- 4. (Original) The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.
- 5. (Original) The method of Claim 1, wherein the payload signal is a voice signal.
- 6. (Currently Amended) The method of Claim 1, wherein analyzing the energy level of the payload signal of the packet comprises:

determining a short term average energy of the payload signal;

determining a noise floor estimate; <u>and</u> comparing the short term average energy and the noise floor estimate; and either dropping or playing the packet based on the comparison.

- 7. (Canceled)
- 8. (Canceled)
- 9. (Original) The method of Claim 3, wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and determining if a previous packet can be repeated or if a new packet needs to be inserted.

- 10. (Currently Amended) The method of <u>Claim 2</u> <u>Claim 1</u>, <u>further comprising</u> wherein determining whether to drop the packet comprises determining whether an overflow condition exists in the buffer.
- 11. (Currently Amended) A set of logic encoded in media for managing timesensitive packetized data streams at a receiver, the logic, when executed by a computer, operable to:

receive a time-sensitive packet of a data stream;

compare an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

either drop or play the packet based on the comparison. analyze an energy level of a payload signal of the packet; and

determine whether to drop the packet based on the energy level of the payload signal.

12. (Currently Amended) The logic of Claim 11, further operable to: store the packet in a buffer; and

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determine whether to drop the packet based on the energy level of the payload signal either drop or play the packet based on the comparison and a fullness of the buffer.

- 13. (Currently Amended) The logic of Claim 12, further operable to determine whether to insert a filler packet based on the <u>comparison</u> energy level of the payload signal and the fullness of the buffer.
- 14. (Original) The logic of Claim 11, wherein the time-sensitive packet comprises a real-time packet.
 - 15. (Original) The logic of Claim 11, wherein the payload signal is a voice signal.
- 16. (Currently Amended) The logic of Claim 11, wherein the logic is further operable to:

 determine a short term average energy of the payload signal;
 determine a noise floor estimate; and
 compare the short term average energy and the noise floor estimate; and
 either drop or play the packet based on the comparison.
 - 17. (Canceled)
 - 18. (Canceled)
 - 19. (Original) The logic of Claim 13, wherein the logic is further operable to: determine if an underrun condition exists in the buffer; and determine if a previous packet can be repeated or if a new packet needs to be inserted.
- 20. (Currently Amended) The logic of <u>Claim 12</u> Claim 11, wherein the logic is further operable to determine whether an overflow condition exists in the buffer.

21. (Currently Amended) A system for managing time-sensitive packetized data streams at a receiver, comprising:

means for receiving a packet of a data stream;

means for comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

means for either dropping or playing the packet based on the comparison.

means for analyzing an energy level of a payload signal of the packet; and

means for determining whether to drop the packet based on the energy level of the payload signal.

- 22. (Currently Amended) The system of Claim 21, further comprising: means for storing the packet in a buffer; and means for determining whether to drop the packet based on the energy level of the payload signal means for either dropping or playing the packet based on the comparison and a fullness of the buffer.
- 23. (Currently Amended) The system of Claim 22, further comprising means for determining whether to insert a filler packet based on the energy level of the payload signal comparison and the fullness of the buffer.
- 24. (Original) The system of Claim 21, wherein the time-sensitive packet comprises a real-time packet.
- 25. (Original) The system of Claim 21, wherein the payload signal is a voice signal.
- 26. (Currently Amended) The system of Claim 21, <u>further comprising</u>: wherein means for analyzing the energy level of the payload signal of the packet comprises:

means for determining a short term average energy of the payload signal;

means for determining a noise floor estimate; and

means for comparing the short term average energy and the noise floor estimate;

and

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either means for dropping or means for playing the packet based on the comparison.

- 27. (Canceled)
- 28. (Canceled)
- 29. (Original) The system of Claim 23, wherein means for determining whether to insert the filler packet comprises:

means for determining if an underrun condition exists in the buffer; and means for determining if a previous packet can be repeated or if a new packet needs to be inserted.

- 30. (Currently Amended) The system of <u>Claim 22</u> Claim 21, wherein means for determining whether to drop the packet comprises means for determining whether an overflow condition exists in the buffer.
 - 31. (Canceled)
 - 32. (Canceled)
 - 33. (Canceled)
 - 34. (Canceled)